

12 – Tropical Island Paradise

They arrived at a Tropical Island and an abandoned but well-stocked beach house on a rock platform.



They planted some of the strange plants/trees further inland.

Cassie studied Dworkin's Alchemy notes and components while Aleyn practiced his Trump Artistry.

They had brought Trakka, the jungle guide with them. He seemed to hero-worship Aleyn after witnessing his victories against the Manticores and the impressive Quickening lightning displays. He is a good-natured fellow and very competent in his field.



Fain wanted to go off shadow-walking on his own – interested in visiting the Shadows away from Amber, but asked for Cassie's Trump (in case he accidentally infects somebody with the RAGE Virus). He seems peaceful and mildly surprised/confused by the lack of conflict.

Aleyn made a Trump of Fain first. It took him a few days to recover from the Trump Stress and was trikiier than expected (because Fain is a Logrus Shapeshifter). Then made one of Cassie that should have been easier. He managed it, but it seemed to drain him even more.



After 14 nights on the island, Trakka reported that a large mound of sand had appeared on the beach a couple of hundred yards from the beach-house, beyond a few trees.

There were three more a mile or two along the beach.

They set watches by the mounds over-night and Trakka, safe up a tree spotted a huge worm-like monster poke its head up. Morgan had to run for the rocks, pursued by the monster, but Cassie and Aleyn arrived in time to shoot it with bows and then to finish it off at close quarters.



Aleyn swam down into its hole to look around. It seems the island beach is a long thin shelf and the monsters nest beneath it. He found a canvas handbag snagged on a jagged rock by the nest. The handgun in it was slightly rusty (2 weeks in the salt water). They are nocturnal and drawn to sounds and vibration, hunting at sea and occasionally on land. They cut it open for an autopsy and It was about to lay an egg. [Aquatic Graboids!]

Doing a more thorough search of the island revealed it is about 10 miles long and 3 miles across, mostly a single central mountain with a fresh water stream, wooded hills, goats and small monkeys. It's part of a chain of islands stretching off to the north.

They discovered the wreckage of a small steam launch a couple of weeks old.

There is a little fishing port 20 miles North – Limani is a cluster of white houses on a steep hillside. Cassie used her Shadow Manipulation to find a small sailing dinghy. They sailed over to Limani and spent a pleasant day and night at the taverna.



One of the locals (Kendrik) seemed to want them to hire him as a guide to Nisi ton Teraton (The Isle of Monsters). He was a local ruffian and clearly intended to try and mug them.

They chatted to an old woman herbalist/witch who makes healing and “love” potions. They decided she wasn’t enough of an Alchemist to help with Dworkin’s stuff.



The tavern-keeper told them that Mrs Balvinas (the artist/sculptor who lives at the Beach House) is the only visitor to the Isle of Monsters. She spends every summer there but should have gone home a couple of weeks ago and hasn’t been seen. “She has a little steam launch”!

Aleyn explained about the wrecked steam launch and the bag found in the monster nest. The villagers will head over to the island tomorrow to empty the Beach House of her things and look for a body to bury.

Cassie, Aleyn, Morgan & Trakka set off in the little dinghy for a trip through Shadow.

They are heading for a place with an Alchemical University – modern-day tech, but with plentiful magic.

Questions for Cassie's Player...

What's it called? Who are the students (or employees if it's more of a Research place)? Why would they help? Who rules these lands? Are there magical creatures here – what kinds? What's the weather and countryside like? How much or how little do they know about Amber and Shadows?